



**FIG. 1**

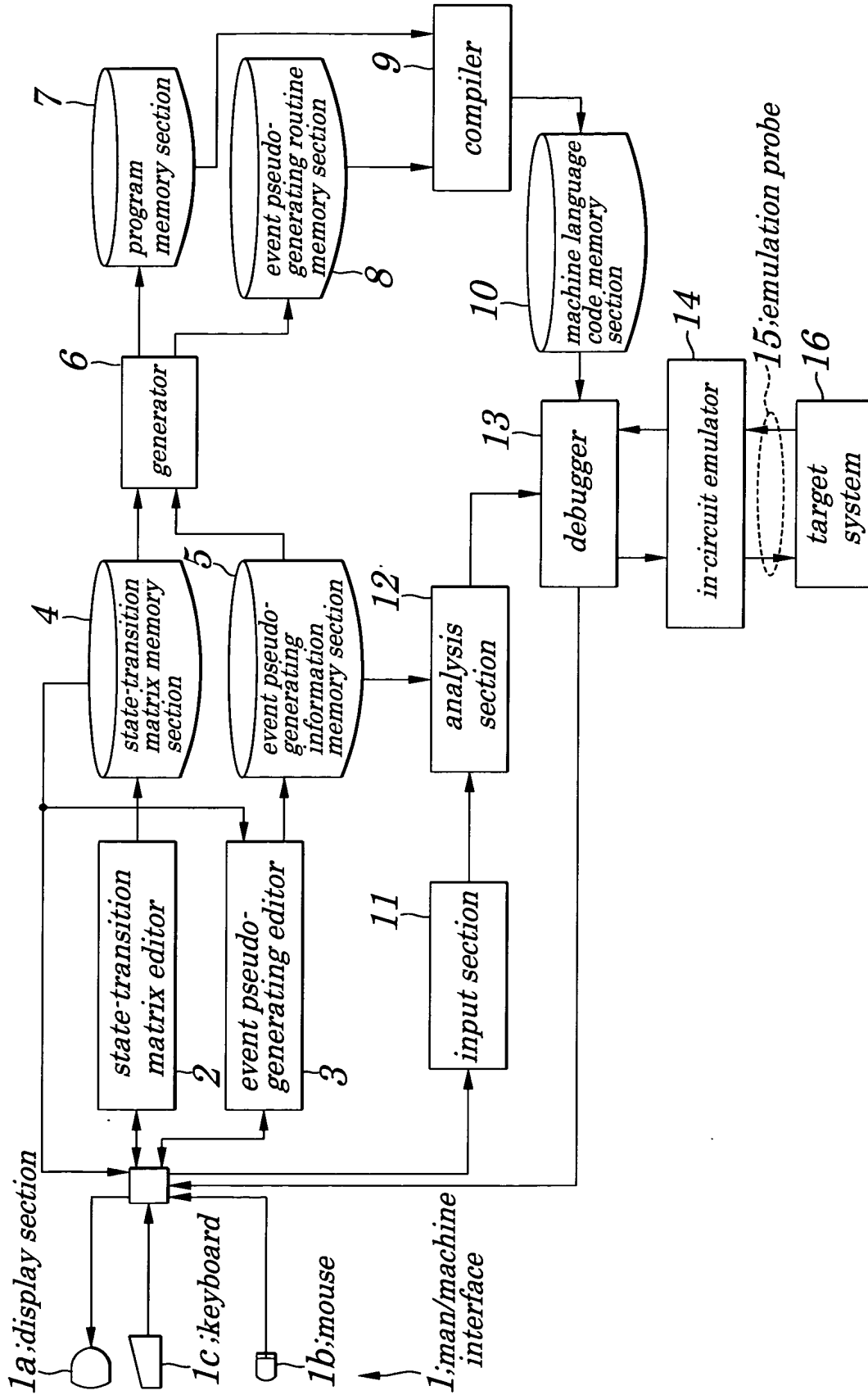




FIG.2

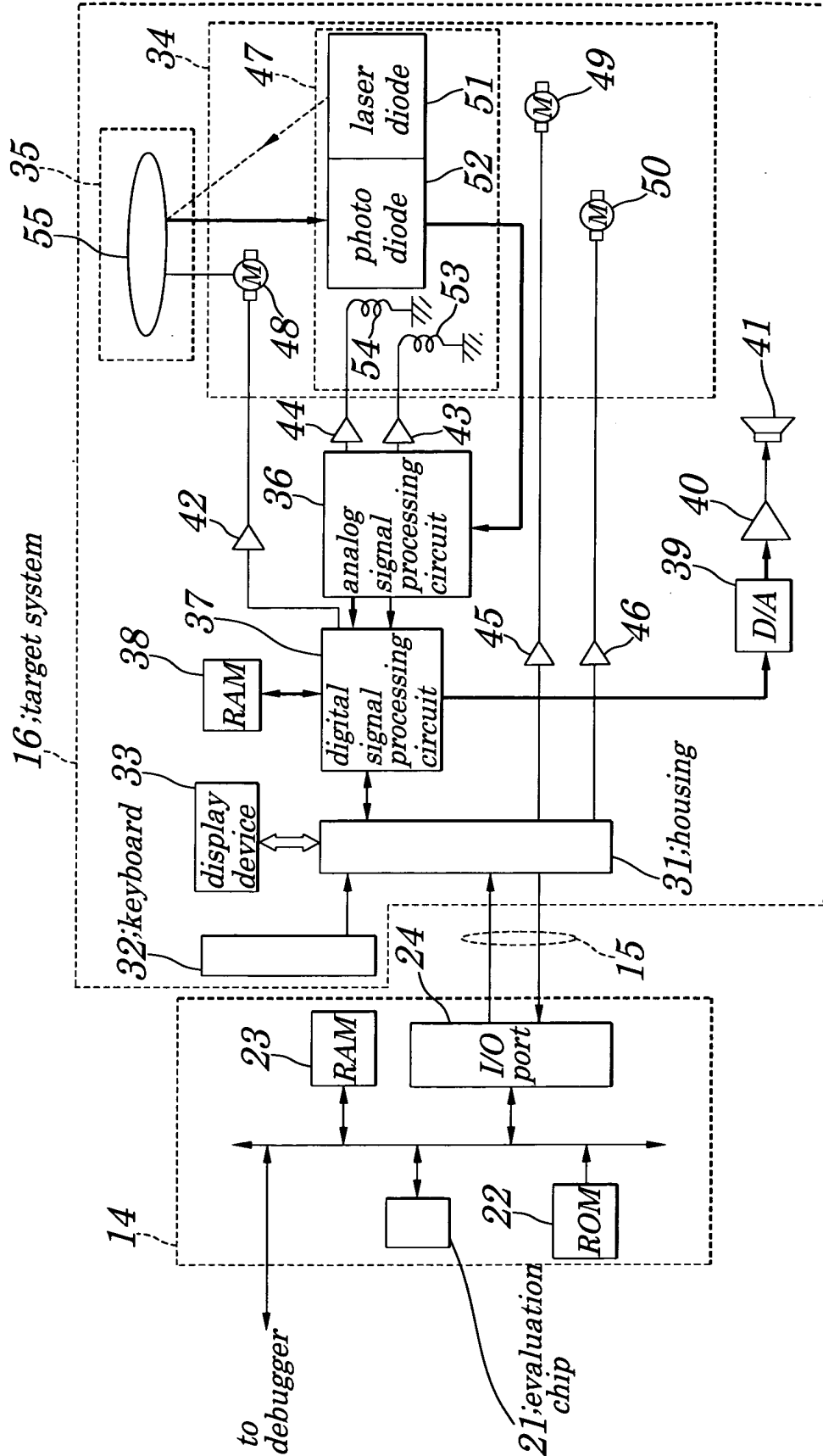




FIG.3

		stopping	tray opening	TOC reading	time code displaying	moving to first music	moving to second music	reproducing
	<del>S</del> E	1	2	3	4	5	6	7
tray key input		T motor: clockwise ON	T motor: counterclockwise ON ⇒	×	×	×	×	×
S1:OFF→ON		T motor: OFF ⇒ tray opening	/	×	×	×	×	×
S1:OFF→ON		/	T motor:OFF F motor:ON TOC reading ⇒ TOC reading	/	/	/	/	/
TOC input	OK	/	/	F motor:OFF time code display ⇒ time code displaying	/	/	/	/
	NG	/	/	F motor:OFF ⇒ stopping	/	/	/	/
search key input		/	/	/	F motor:ON search process to first music ⇒ moving to first music	search process to second music ⇒ moving to second music	×	×
play key input		/	×	×	×	×	reproducing process ⇒ reproducing	/
stop key input		/	/	/	×	×	×	F motor:OFF stopping process ⇒ stopping



**FIG.4**

```
rcv_msg(ReceiveEvent, KEY_MSG);
if(ReceiveEvent == PLAY_KEY)
{
    reproducing process
}
else if(ReceiveEvent == STOP_KEY)
{
    stopping process
}
```

**FIG.5**

```
if(FakeEvent == EVENT_KEY_PLAY)
{
    SendEvent = PLAY_KEY;
    snd_msg(KEY_MSG, SendEvent);
}
else if(FakeEvent == EVENT_KEY_STOP)
{
    SendEvent = STOP_KEY;
    snd_msg(KEY_MSG, SendEvent);
}
```



FIG.6

	stopping	tray opening	TOC reading	time code displaying	moving to first music	moving to second music	reproducing
	1	2	3	4	5	6	7
tray key input	$\overline{S_F}$ T motor: clockwise ON	T motor: counterclockwise ON $\Rightarrow$ -	X	X	X	X	X
S1:OFF $\rightarrow$ ON	T motor: OFF $\Rightarrow$ tray opening	/	X	X	X	X	X
S1:OFF $\rightarrow$ ON	/	T motor:OFF F motor:ON TOC reading $\Rightarrow$ TOC reading	/	/	/	/	/
TOC input	OK	/	F motor:OFF time code display $\Rightarrow$ time code displaying	/	/	/	/
	NG	/	F motor:OFF $\Rightarrow$ stopping	/	/	/	/
search key input	/	/	/	F motor:ON search process $\Rightarrow$ moving to first music	search process to second music $\Rightarrow$ moving to second music	X	X
play key input	/	X	X	X	X	reproducing process $\Rightarrow$ reproducing	/
stop key input	/	/	/	X	X	X	F motor:OFF stopping process $\Rightarrow$ stopping

emulation  
start finish

current state  
moving to second music



FIG. 7

